

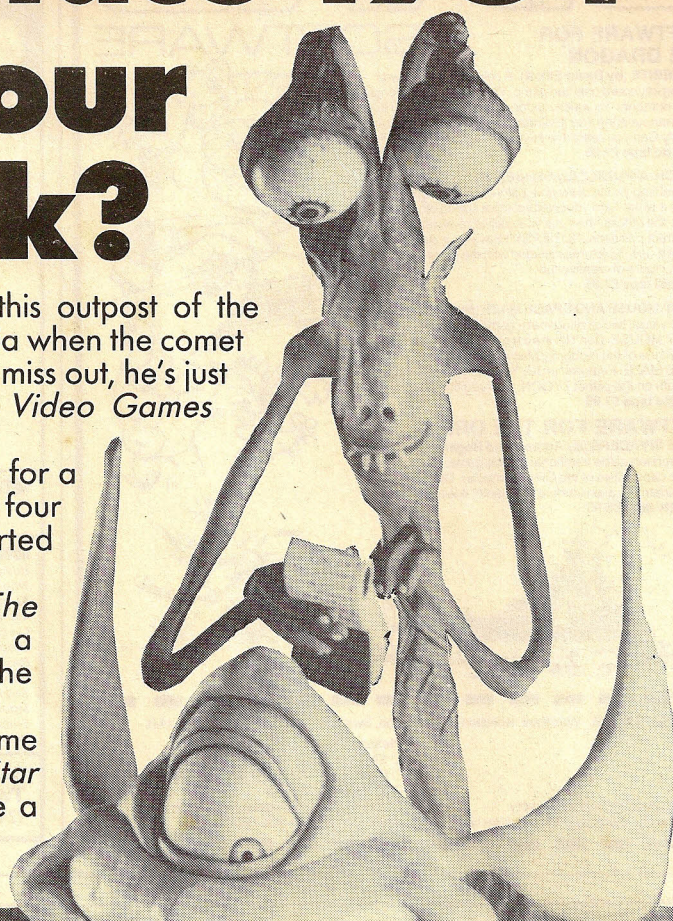
Can you face 1984 without our Yearbook?

The C&VG delivery is a real event in this outpost of the galaxy. It only arrives every other millennia when the comet goes past. But this little alien isn't going to miss out, he's just put in an order for *The Computer & Video Games Yearbook 1984*.

There's enough in it to keep him going for a couple of millennia. He'll be playing the four specially commissioned games, converted across a range of micros.

● He's going to struggle through *The Vespozian Affair*, an adventure set on a research space craft, flying between the planets.

● He and his alien friend may come to blows when playing *The Beacon Star War*. ● Those long fingers may be a handicap when he plays *Pi-Polyps* an



arcade style game set on a planet surface as a research station down the valuable polyps before the pirates carry them away. can he trust when he plays *Interstellar Intrigue*, a game of plomacy for up to five players. ● He'll be laughing at a whole load of new Bugs cartoons, Puzzling with Trevor Truran, improving his games writing skills and learning about arcade and video games in a whole range of sparkling features ... No wonder there's a glint in his eye!

tries to track
● Who
strategy and di-
load of new Bugs

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